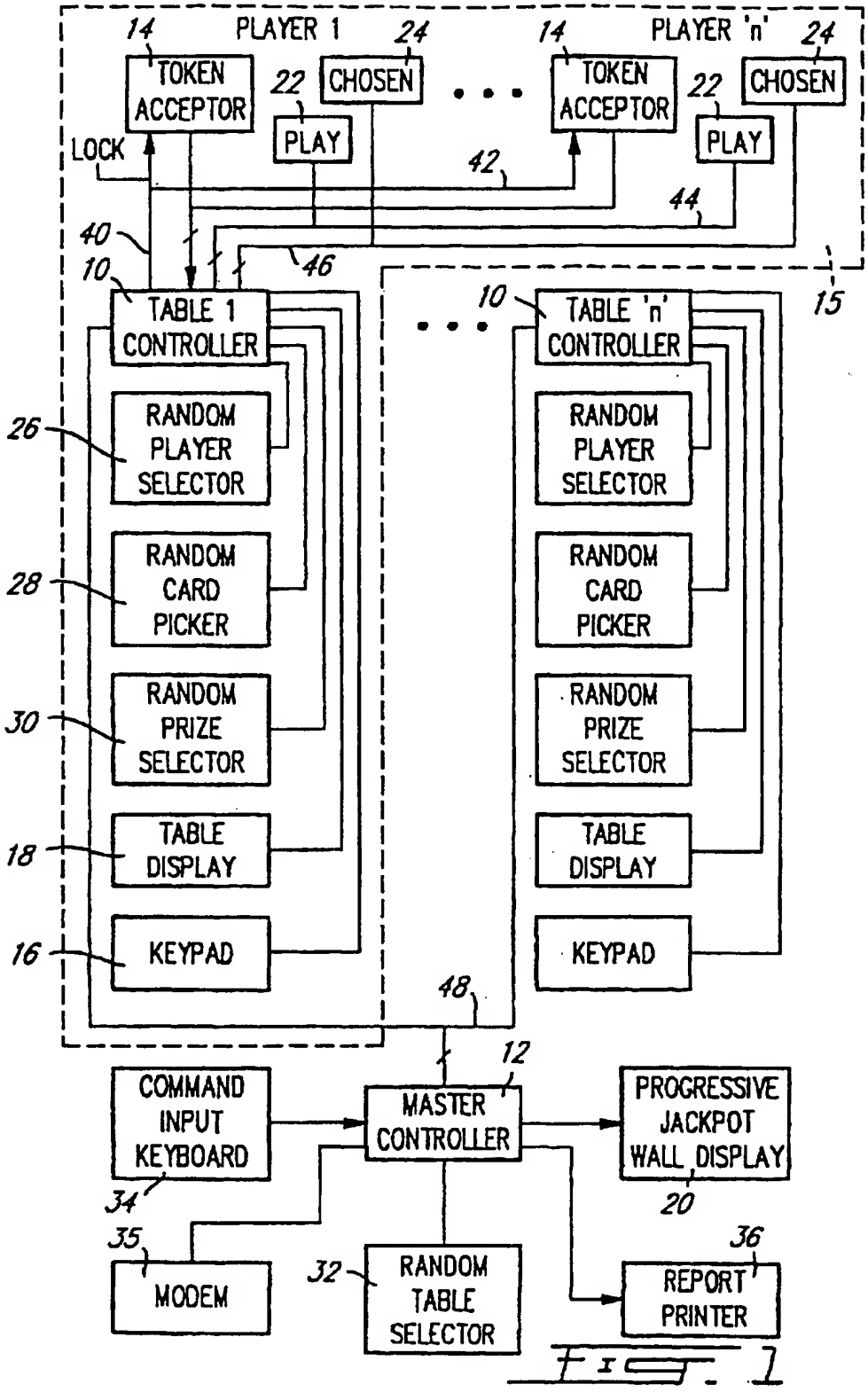
14
PLAYER 1
24
14
PLAYER 'n'
24
TOKEN ACCEPTOR
22
CHOSEN
TOKEN ACCEPTOR
22
CHOSEN
PLAY
PLAY
LOCK
42
44
40
46
10
15
10
TABLE 1 CONTROLLER
TABLE 'n' CONTROLLER
RANDOM PLAYER SELECTOR
RANDOM PLAYER SELECTOR
26
RANDOM CARD PICKER
RANDOM CARD PICKER
28
RANDOM PRIZE SELECTOR
RANDOM PRIZE SELECTOR
30
TABLE DISPLAY
TABLE DISPLAY
18
KEYPAD
KEYPAD
16
48
12
COMMAND INPUT KEYBOARD
MASTER CONTROLLER
PROGRESSIVE JACKPOT WALL DISPLAY
34
20
35
36
MODEM
32
RANDOM TABLE SELECTOR
REPORT PRINTER

Fig. 1

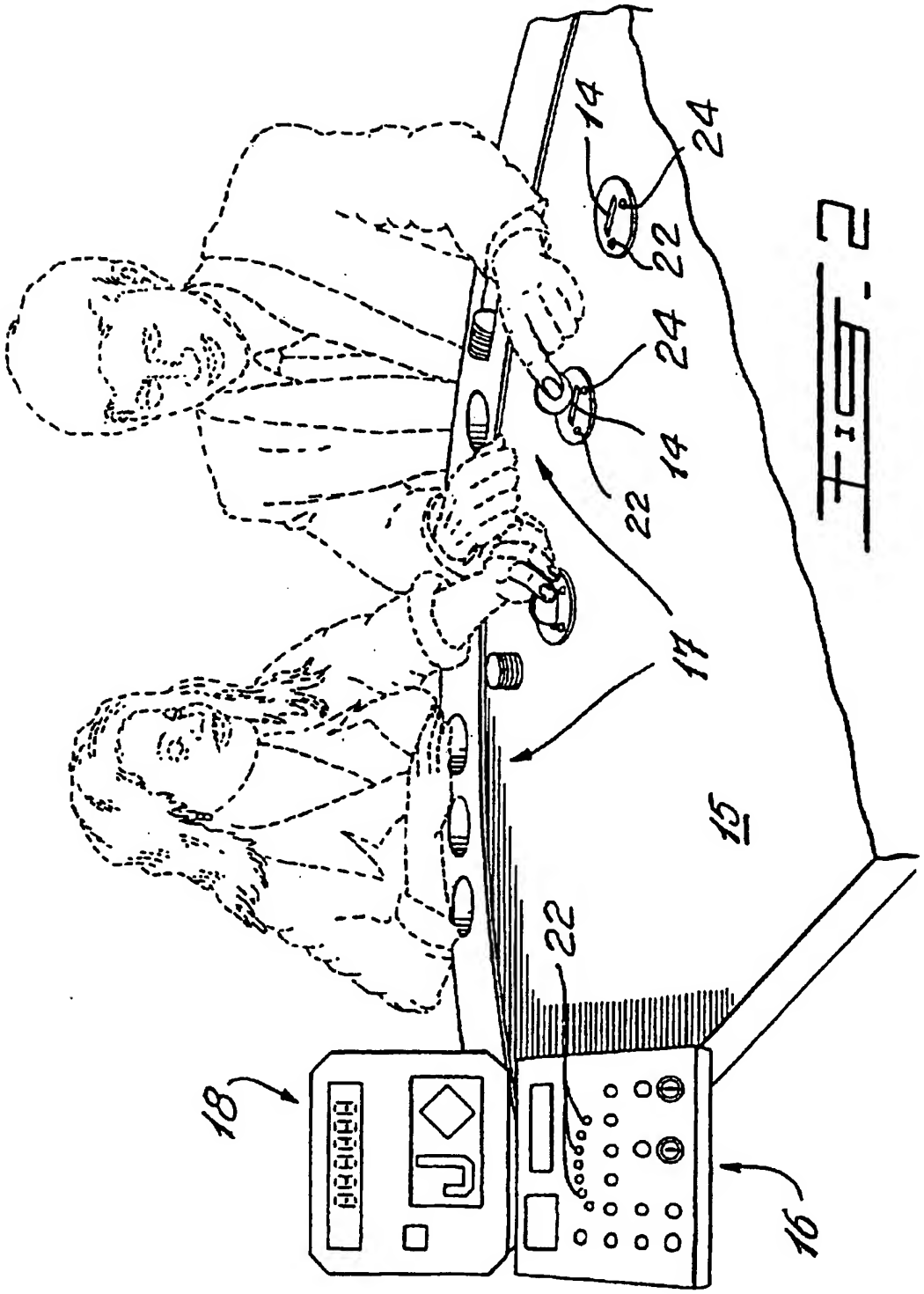

Fig. 2

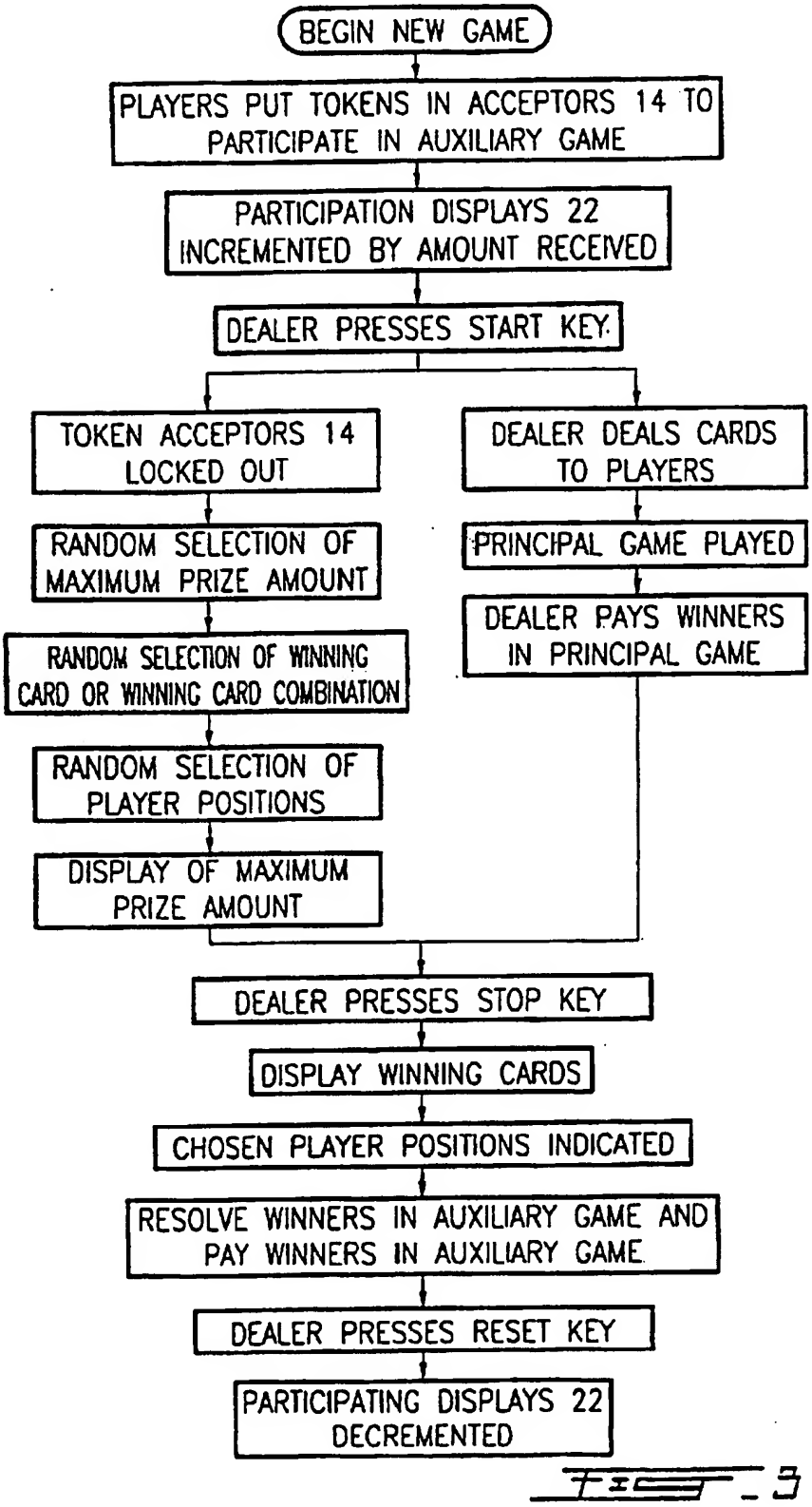
BEGIN NEW GAME
PLAYERS PUT TOKENS IN ACCEPTORS 14 TO PARTICIPATE IN AUXILIARY GAME
PARTICIPATION DISPLAYS 22 INCREMENTED BY AMOUNT RECEIVED
DEALER PRESSES START KEY
TOKEN ACCEPTORS 14 LOCKED OUT
RANDOM SELECTION OF MAXIMUM PRIZE AMOUNT
RANDOM SELECTION OF WINNING CARD OR WINNING CARD COMBINATION
RANDOM SELECTION OF PLAYER POSITIONS
DISPLAY OF MAXIMUM PRIZE AMOUNT
DEALER DEALS CARDS TO PLAYERS
PRINCIPAL GAME PLAYED
DEALER PAYS WINNERS IN PRINCIPAL GAME
DEALER PRESSES STOP KEY
DISPLAY WINNING CARDS
CHOSEN PLAYER POSITIONS INDICATED
RESOLVE WINNERS IN AUXILIARY GAME AND PAY WINNERS IN AUXILIARY GAME
DEALER PRESSES RESET KEY
PARTICIPATING DISPLAYS 22 DECREMENTED

Fig. 3